

Disney · PIXAR

Cars

2 EXCITING
STORIES

TRAINING TIME!

AN AMAZING
PUPPET STAGECOLLECT
8 NEW CARDSA CHALLENGING
BOARD GAME

**FABULOUS
STICKERS FOR
DECORATIONS
AND FUN!**



YOUR CARD COLLECTION CONTINUES!

With this series of cards, which runs from issues 135 to 138, you can play three games:
Tire Hunt, Match Up, and Oil or Gas.



TIRE HUNT

A game for 2 players, with 2 variations.

Variation 1: Each player gets from 4 to 8 cards.

Object: To guess the positions of all 4 tires on each of your opponent's cards.

How to play: Both players pick one of their cards without showing it to their opponent. Take turns naming a pair of coordinates (one letter and one number, for example: A1) as you try to identify the positions of the tires on your opponent's card. Confirm hits and misses and write the results on a sheet of paper. The first

player to guess the positions of all 4 tires wins the card and sets it aside. Continue until all the cards have been played.

Variation 2: Each player gets a maximum of 24 cards. Proceed as in Variation 1, but to win your opponent's card you only need to guess the position of 1 tire.

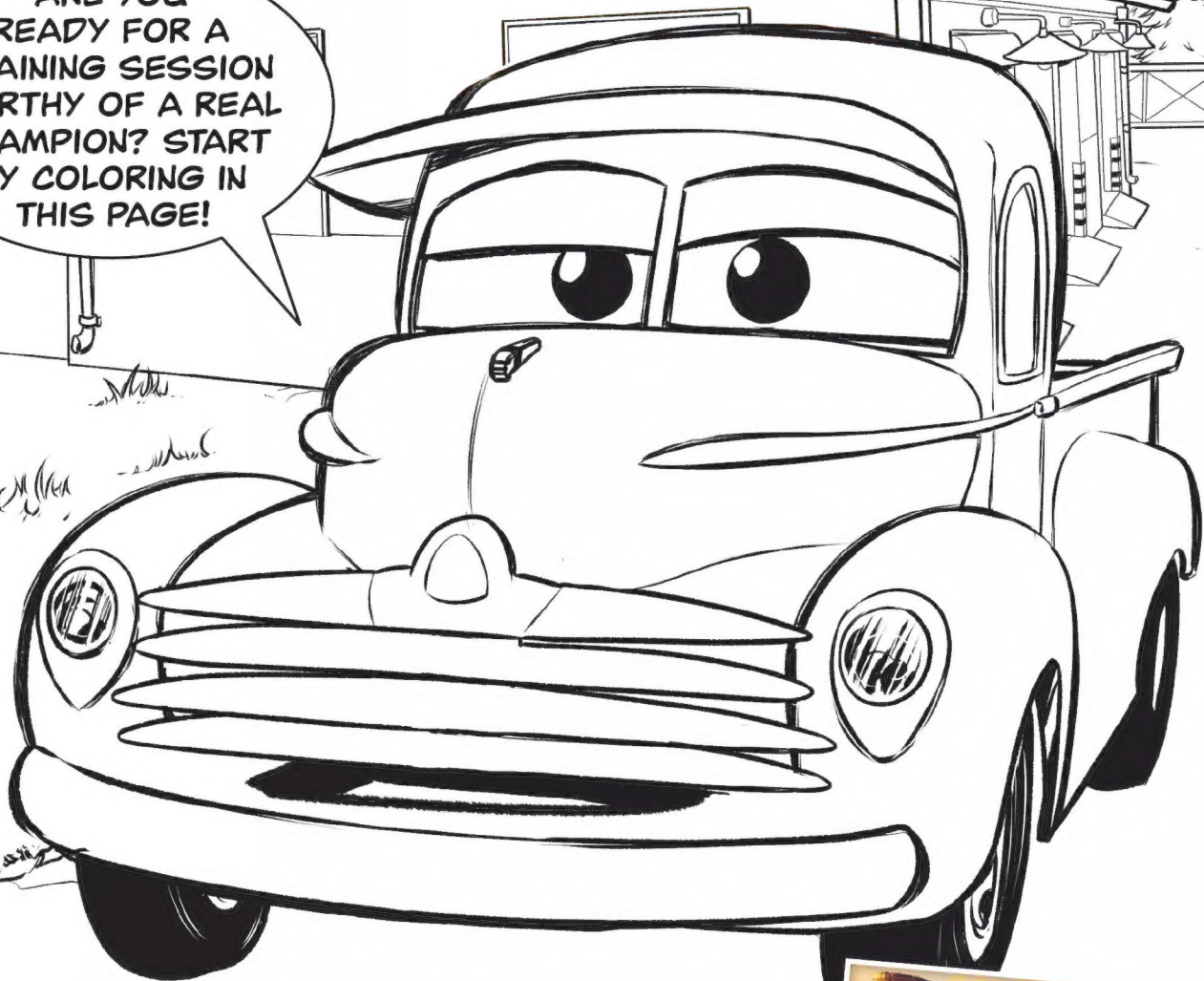
And the winner is . . . the first player to capture all of his or her opponent's cards, in either variation of the game.

YOU'LL FIND 8 NEW CARDS ON PAGE 35,
AS WELL AS THE RULES FOR THE OIL OR GAS GAME.

HAVE FUN!

WELCOME TO THE WORLD OF **CARS** MAGAZINE!

ARE YOU
READY FOR A
TRAINING SESSION
WORTHY OF A REAL
CHAMPION? START
BY COLORING IN
THIS PAGE!



CONTENTS

POSTER:
CRUZ RACING
FOR DINOCO!

18 19



ON THE SCENE... PAGE **04**

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FABULOUS



LIGHTNING MCQUEEN

FABULOUS LIGHTNING MCQUEEN

HOMETOWN: Radiator Springs

SKILLS: Exuberant as a racer, wise as a coach. His top speed is 198 mph, with a 750-horsepower V-8 engine.

FEATURES: As Cruz Ramirez's crew chief, Lightning sports a deep blue paint job that's a tribute to Doc Hudson, the Fabulous Hudson Hornet.



U.S.A.

#54

IN THE BEGINNING

Lightning McQueen's "fabulous" version brings us back to the time he first met Doc Hudson, who soon became his mentor.



A CHANGE OF ATTITUDE

The wisdom of a racing legend like Doc not only helped improve Lightning's skills but also helped him realize the importance of teamwork.



GIVING HONOR

Fabulous Lightning McQueen's new midnight blue paint job is a tribute to his coach. And it complements Cruz's yellow.



DOC-UMENTED

A legendary name like Doc's can't be confused with anyone else's.



Count the number of times it appears in this grid of letters both horizontally and vertically.

D	O	C	D	D	O	O	D
D	O	O	D	O	C	O	O
D	C	C	D	O	D	C	C
O	D	D	D	C	D	O	C
C	D	D	O	D	O	O	D
D	O	O	C	D	O	C	D
C	D	C	C	D	D	O	C

HORIZONTAL

...

VERTICAL

...



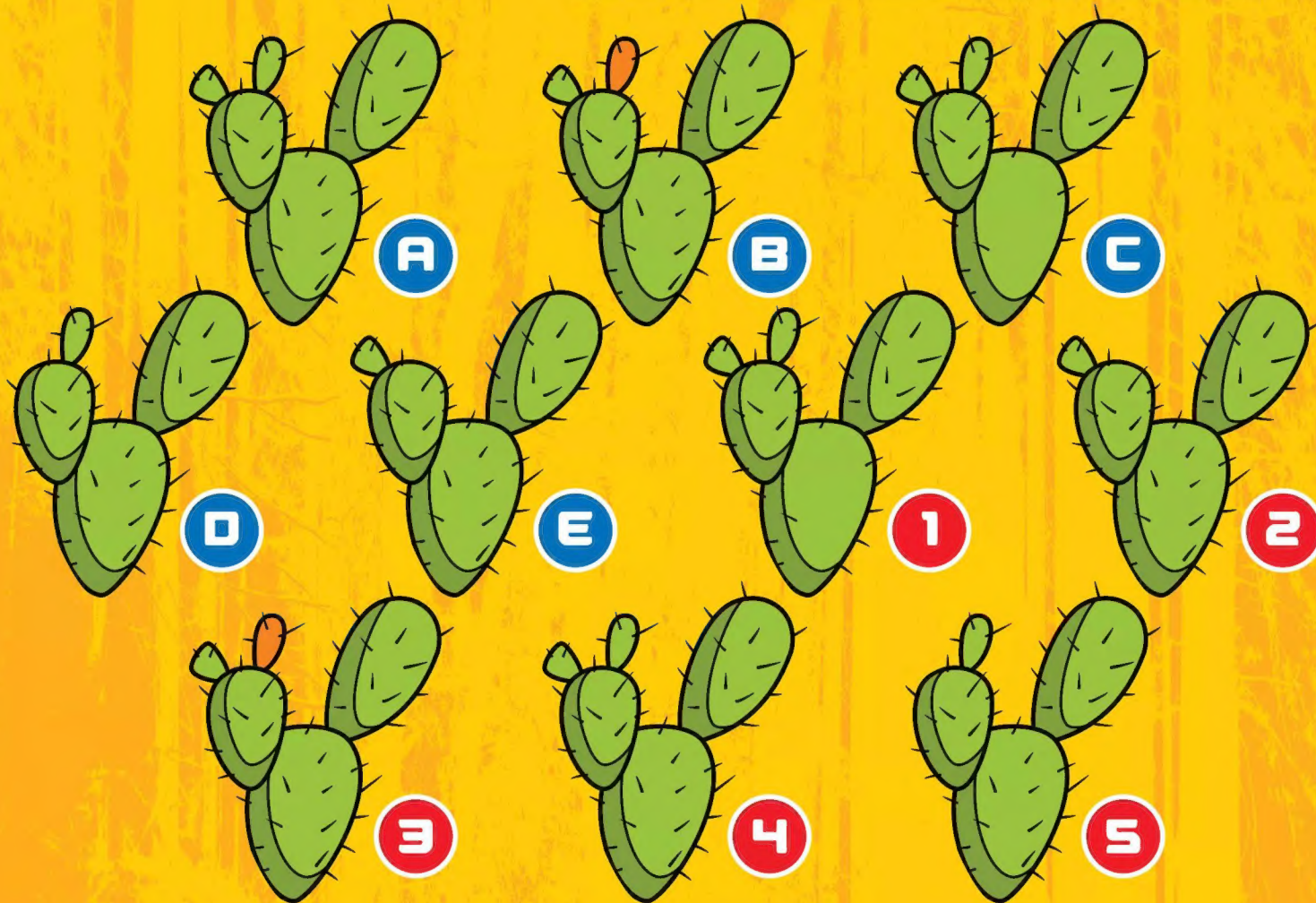
DO YOU NEED A MENTOR?

1 OUCH! OUCH! OUCH!

Ending up in a cactus field isn't very funny.



Spot the matching pairs below and write the letters and numbers in the blanks.



THE 5 PAIRS

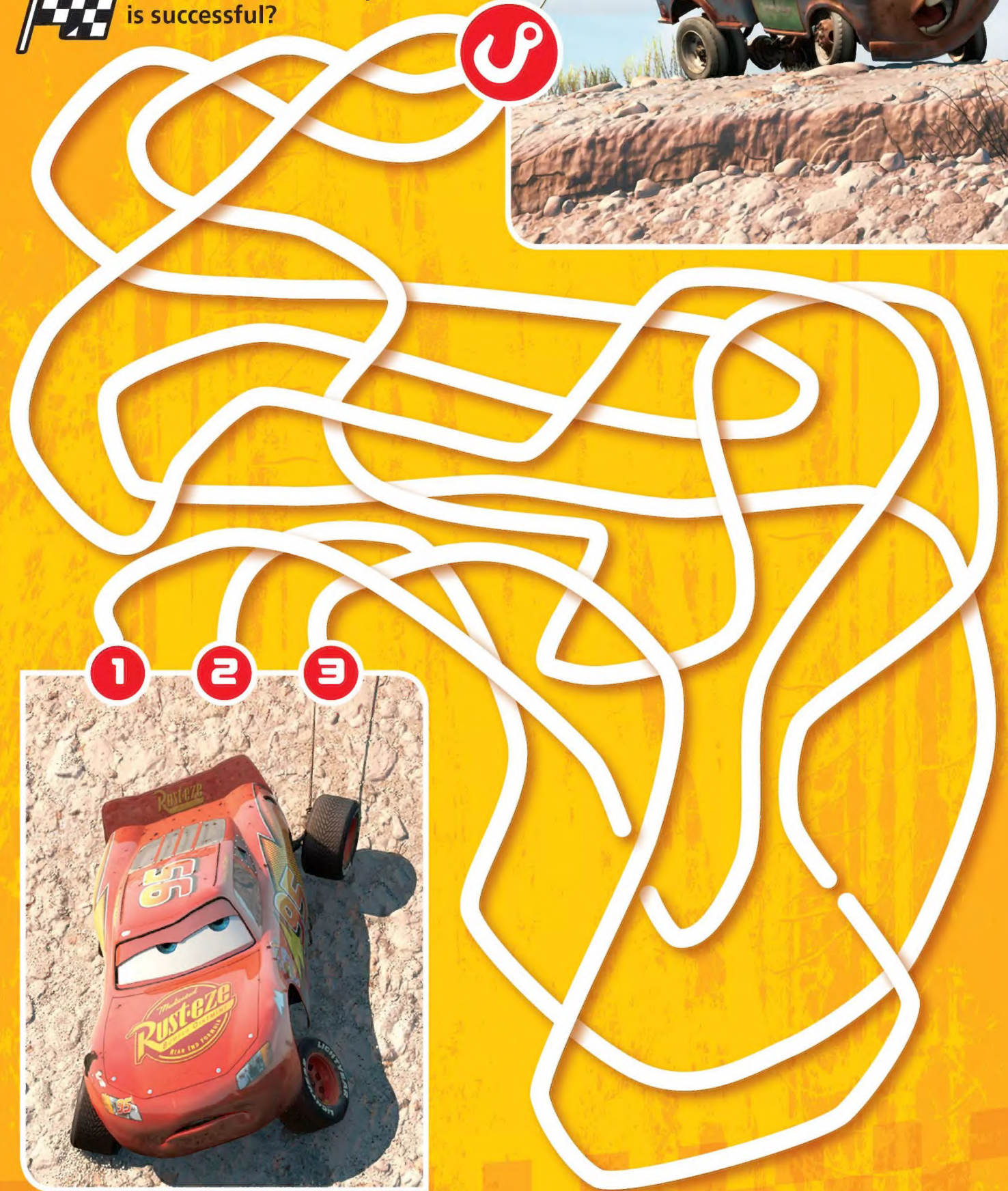
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2 TO THE RESCUE!

Mater is always ready when it comes to towing someone. Especially if it is his best friend, Lightning.



Which of his 3 attempts is successful?



A STORMY START

A GROUP OF REPORTERS MEETS JACKSON STORM IN FRONT OF AN ARCADE...

YES, YES,
THANKS, THANKS,
I REALLY
APPRECIATE
IT...

FLASH

FLASH

VROOOOOM

HOW MANY REPORTERS ARE INTERVIEWING JACKSON STORM?

PLEASE, PLEASE.
I KNOW YOU WANT TO
LEARN EVERYTHING ABOUT
ME. TRUTH IS, THIS IS
A VERY SPECIAL
PLACE...

MR. STORM! KORI
TURBOWITS FOR RSN NETWORK.
WHY DID YOU CALL
US HERE?

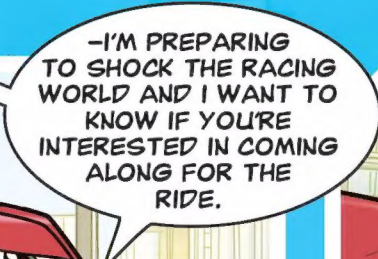
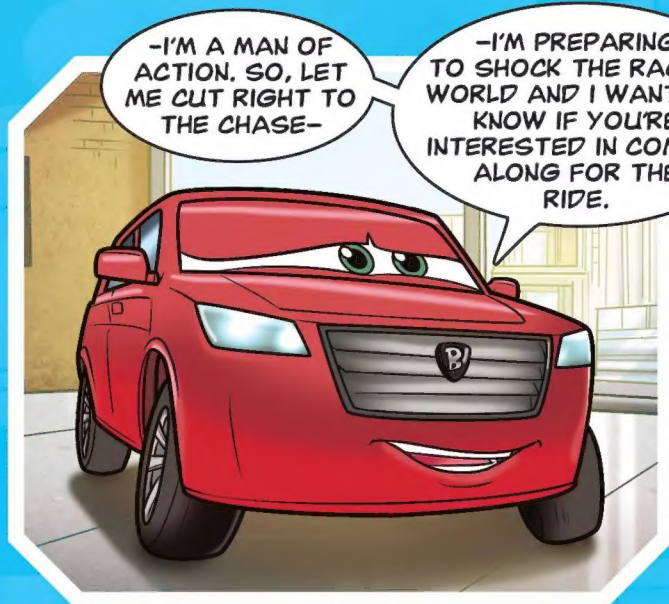
YES!
WHY ARE
WE HERE?

"IT ALL STARTED WHEN RAY REVERHAM RECEIVED AN INVITATION FROM AXLE P. BIGGS, A BUSINESS TYCOON..."

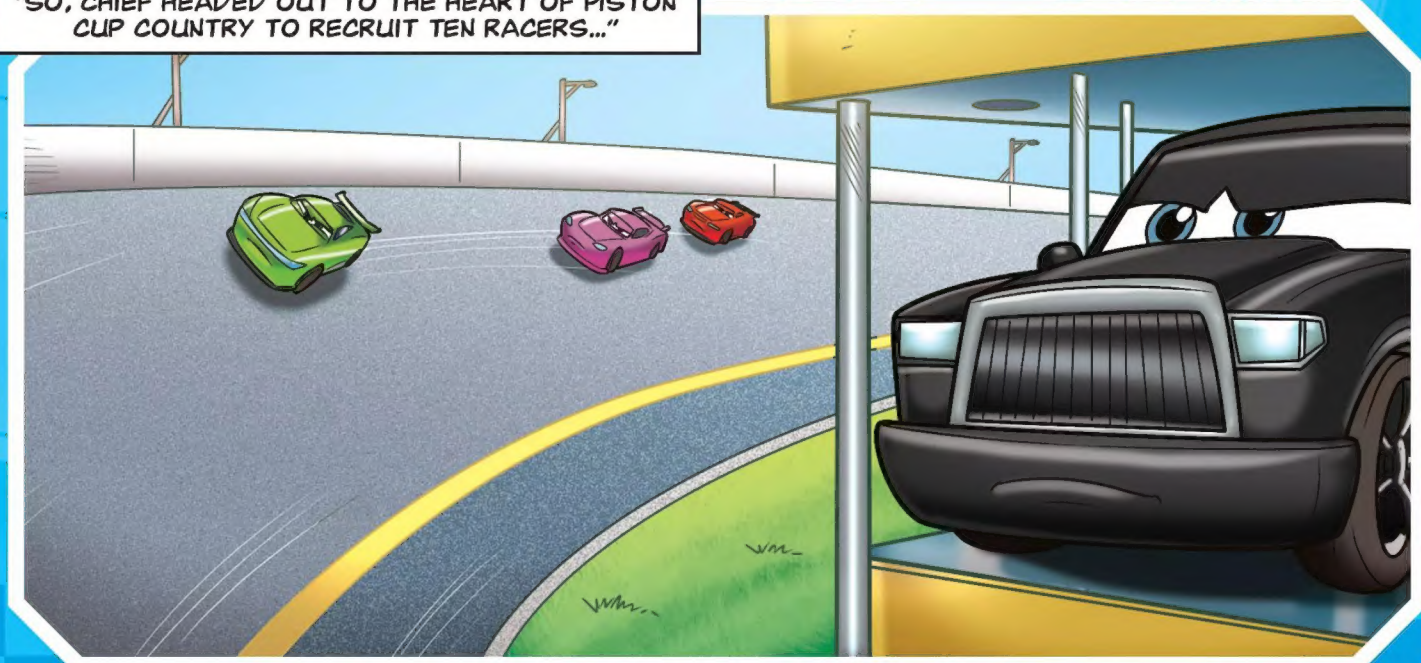
WELCOME, RAY!
MAY I CALL YOU
CHIEF?

SURE,
EVERYBODY
DOES.

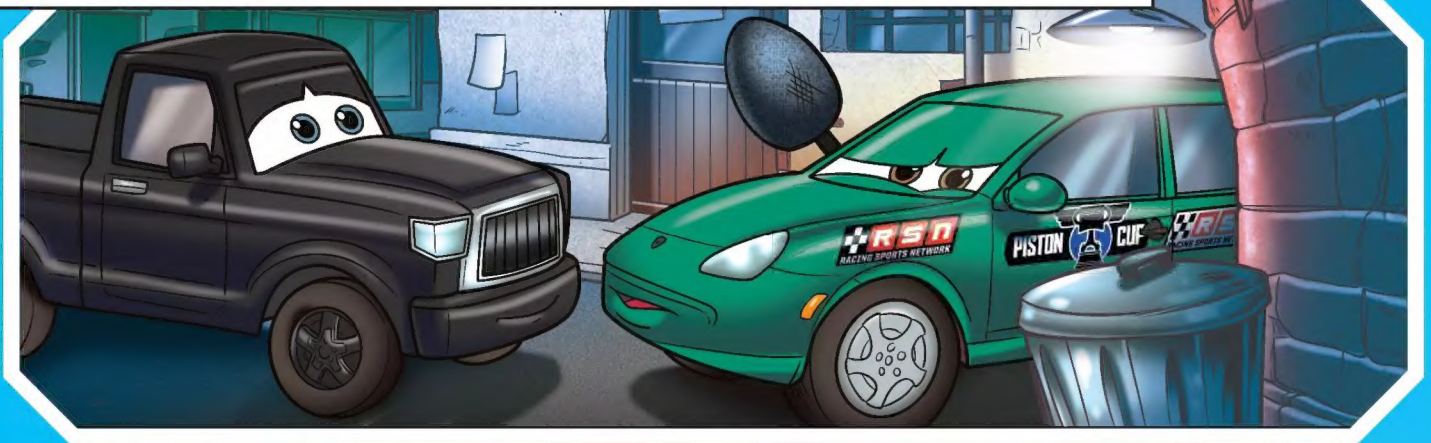
SOLUTION: THERE ARE 8 REPORTERS



"SO, CHIEF HEADED OUT TO THE HEART OF PISTON CUP COUNTRY TO RECRUIT TEN RACERS..."



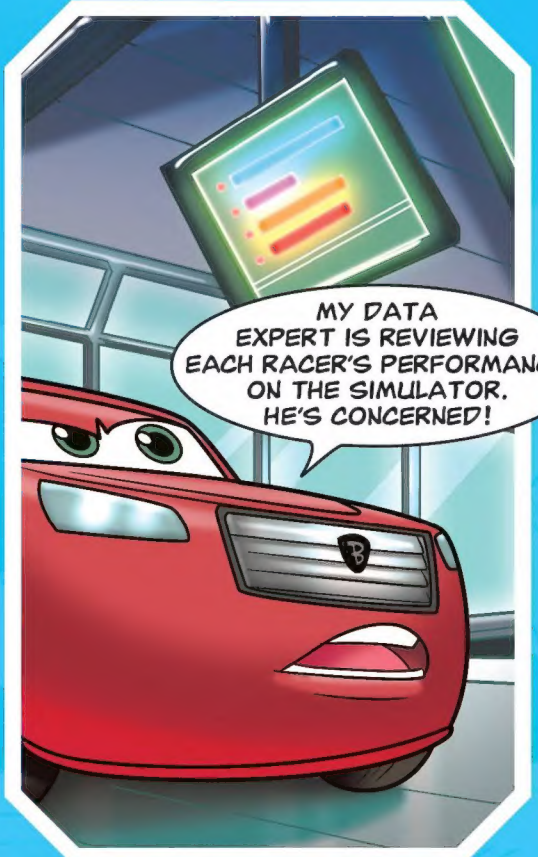
"HE CALLED EVERY CONNECTION HE HAD FOR TIPS ON UP-AND-COMING SPEEDSTERS..."



"HE MANAGED TO ROUND UP NINE YOUNG RACERS, BUT NOT ONE OF THEM WAS THE INSTANT, OUT-OF-THE-BOX STAR BIGGS WANTED!"

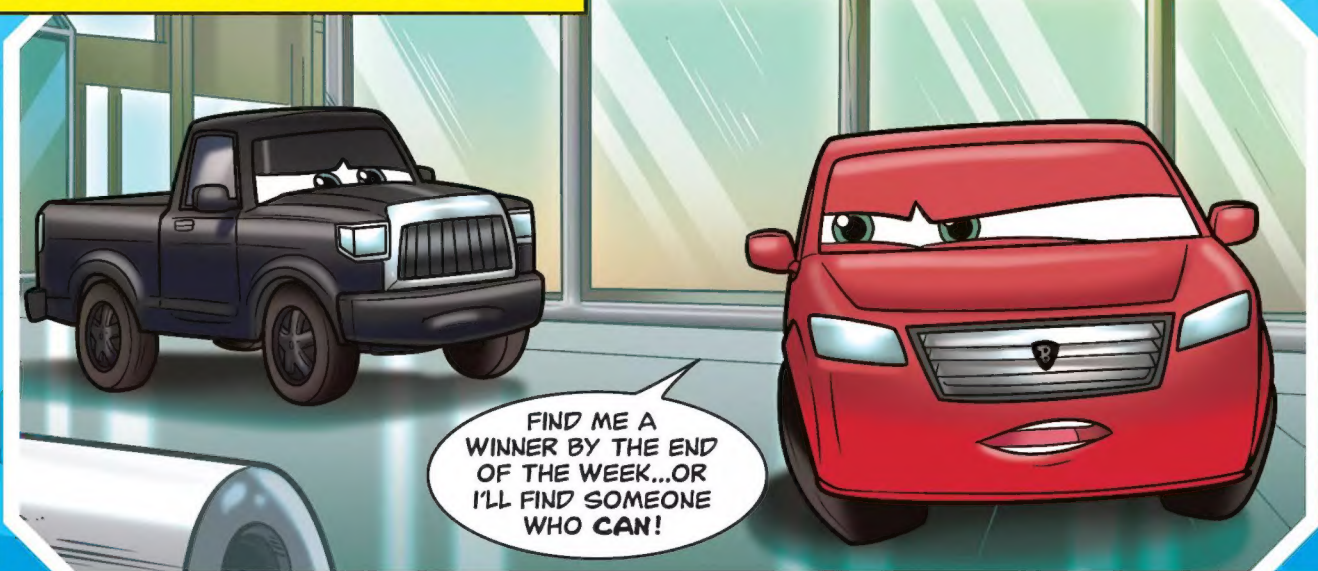


I EXPECTED MORE FROM YOU, CHIEF. NOBODY HERE HAS STAR POTENTIAL.



MY DATA EXPERT IS REVIEWING EACH RACER'S PERFORMANCE ON THE SIMULATOR. HE'S CONCERNED!

WHAT EXPRESSION DOES MR. BIGGS HAVE?



FIND ME A WINNER BY THE END OF THE WEEK...OR I'LL FIND SOMEONE WHO CAN!



HAPPY

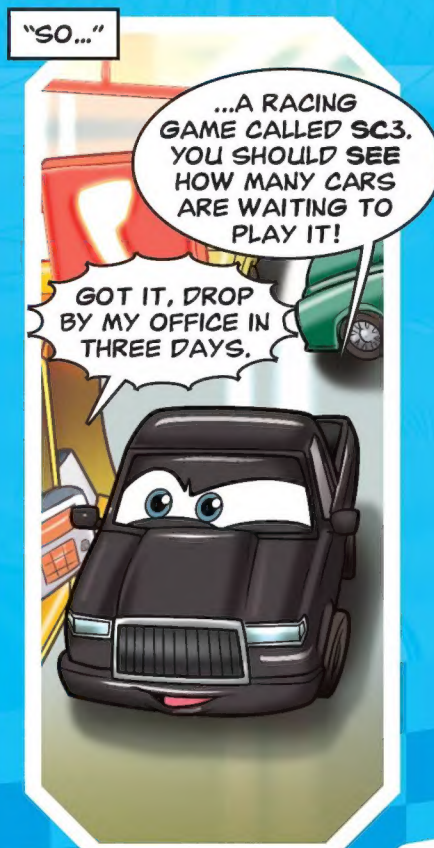


SAD

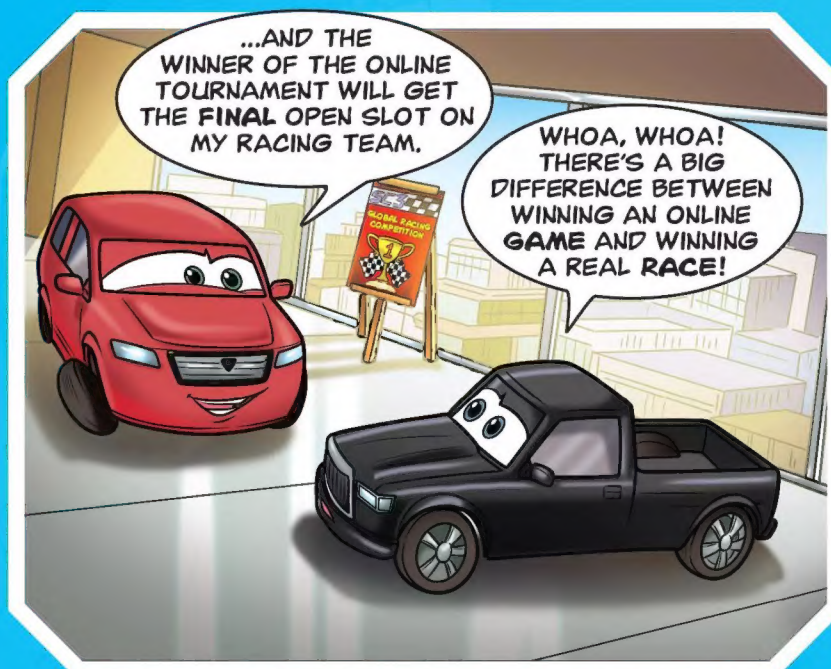


ANGRY

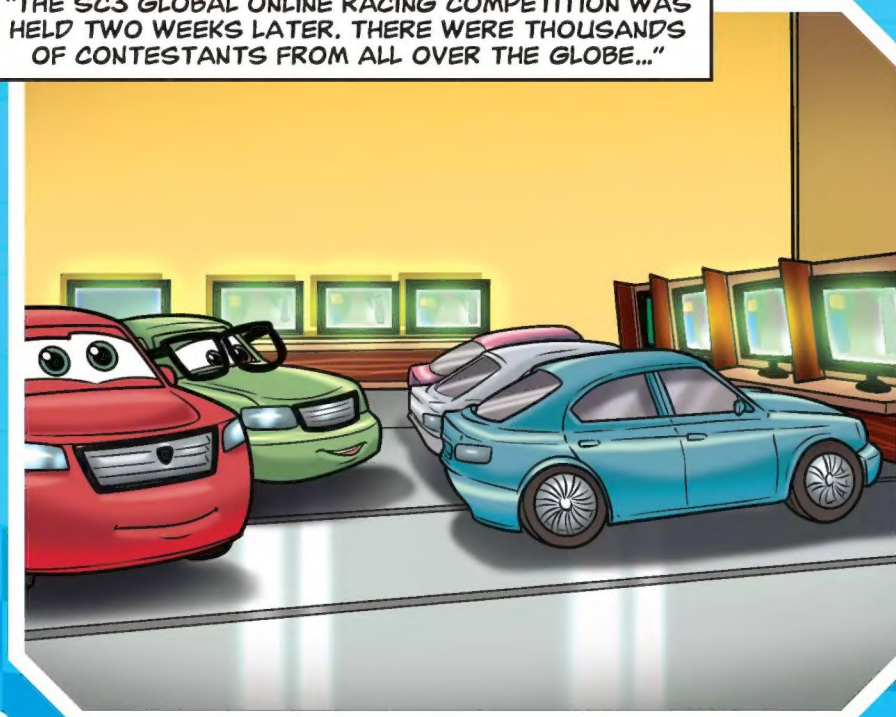
"WELL, I DON'T WANT TO SAY CHIEF WAS DESPERATE, BUT HE NEEDED A MIRACLE. AND YOU WON'T BELIEVE WHERE HE FOUND ONE..."



"CHIEF GAVE BIGGS AN IDEA. AND BIGGS BOUGHT THE SC3 COMPANY..."



"THE SC3 GLOBAL ONLINE RACING COMPETITION WAS HELD TWO WEEKS LATER. THERE WERE THOUSANDS OF CONTESTANTS FROM ALL OVER THE GLOBE..."



"THE LOSERS WERE ELIMINATED, AND THE WINNERS WERE MATCHED UP AGAINST OTHER WINNERS. UNTIL..."





DODGE THE HAY BALES

If you want good results you need to train hard.



Challenge your friends in this exercise for quick reflexes.

USE TOY CARS OR THE TOKENS ON PAGE 33. CUT OUT THE 6 HAY BALES AND THE DIE, TOO.



HOW TO PLAY

A game for 2 players.

Object: To cross the finish line first.

How to play: Before beginning, arrange the bales randomly along the board.

The younger player goes first.

Start from any space after the starting line. Take turns rolling the die and moving the number of spaces and the direction shown:

one or two boxes, forward, to the right, or to the left. If it is not possible to go to the right or left, you may choose another direction, always moving according to the die value.

When you land on a hay bale, your opponent gets to move one space in any direction.

And the winner is . . . The first player to cross the finish line. Watch out for the hay bales!

STARTING LINE



FINISH LINE

READY TO LEARN?

1 HOW TO PULL A DRIFT



START

DRIFT 5
STEER TO THE...

LEFT ☐
RIGHT ☐

DRIFT 2
STEER TO THE...

LEFT ☐
RIGHT ☐

DRIFT 3
STEER TO THE...

LEFT ☐
RIGHT ☐

DRIFT 4
STEER TO THE...

LEFT ☐
RIGHT ☐

DRIFT 1
STEER TO THE...

LEFT ☐
RIGHT ☐

Doc's lesson: On a dirt road, the trick to turning right is to turn your wheels left, and vice versa. From Start, follow the arrows and go around the 5 curves. At each curve, choose whether to steer left or right.

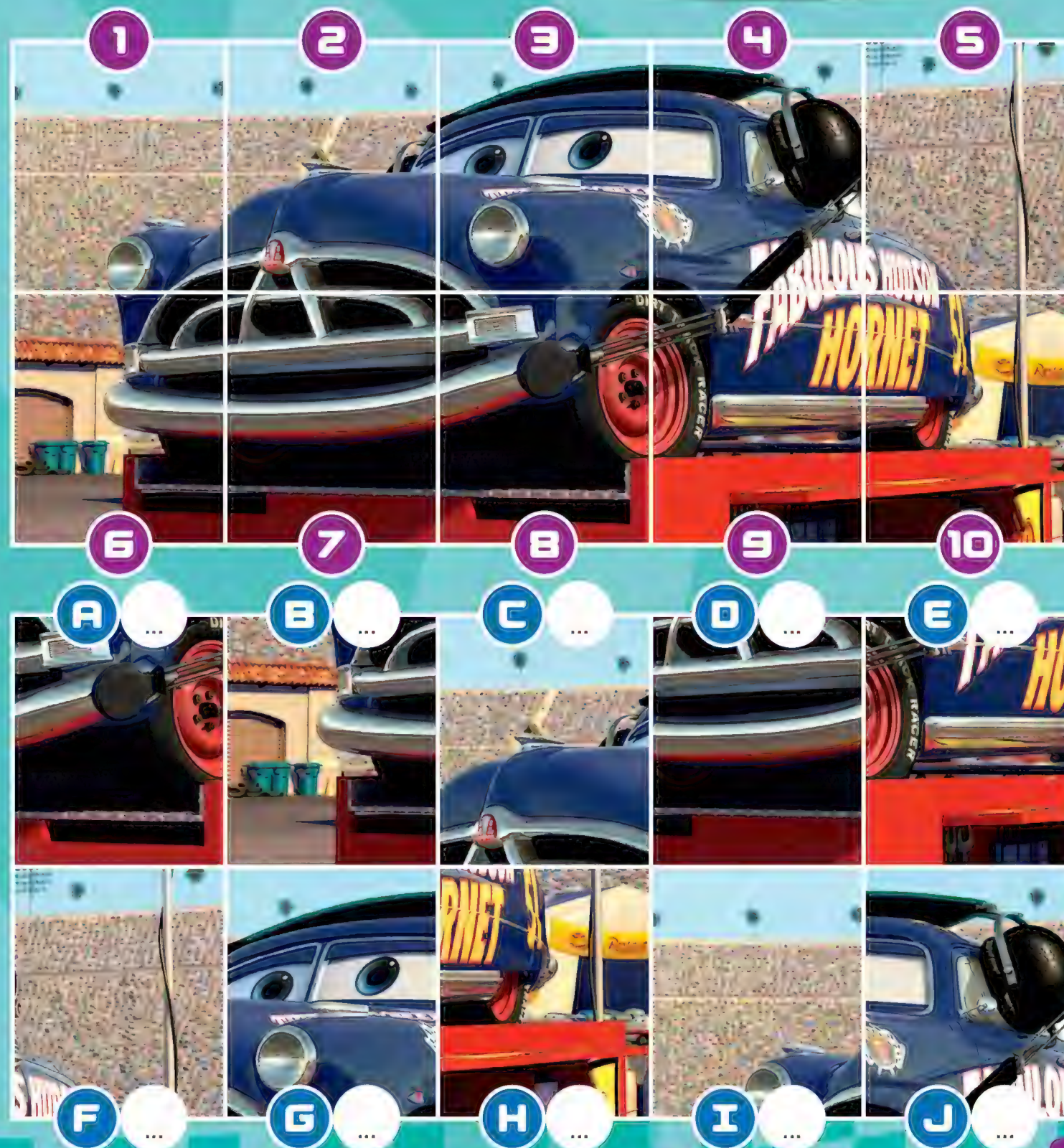


2 BACK IN BUSINESS

Do you think Doc ever imagined he'd be up on the crew chief's platform?



Rearrange the jumbled pieces below to reconstruct this shot of Doc and write the numbers in the blanks.





© Disney/Pixar

CRUZ  **DINOCO 51**

IF YOU MENTOR ME...

1

READY FOR HI-TECH?

Cruz is using technology to test Lightning's performance.



Match up speed (mph) and engine speed (rpm): the faster the speed, the higher the rpm.



A

5

mph

1



B

75

mph

2



C

120

mph

3

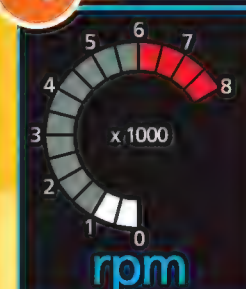


D

185

mph

4



MATCH THE SCREENS



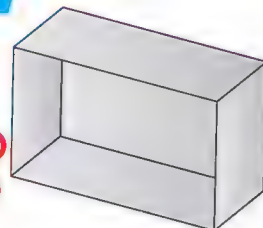
CARS THEATER

PERFORMING
ON STAGE
IS FUN!



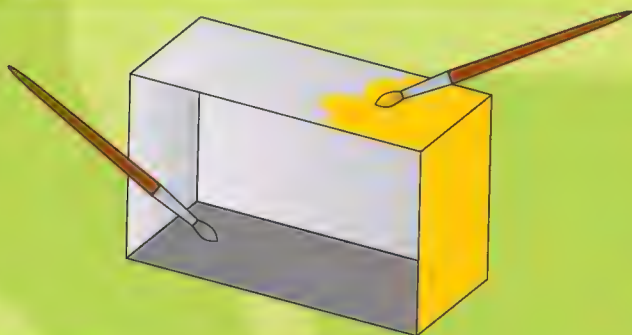
YOU'LL NEED:

- ☐ Shoebox
- ☐ Safety scissors
- ☐ Box cutter
- ☐ Glue
- ☐ Pencil
- ☐ Paintbrush
- ☐ Tempera paints
- ☐ Craft sticks (approx. 8 inches)
- ☐ Card stock



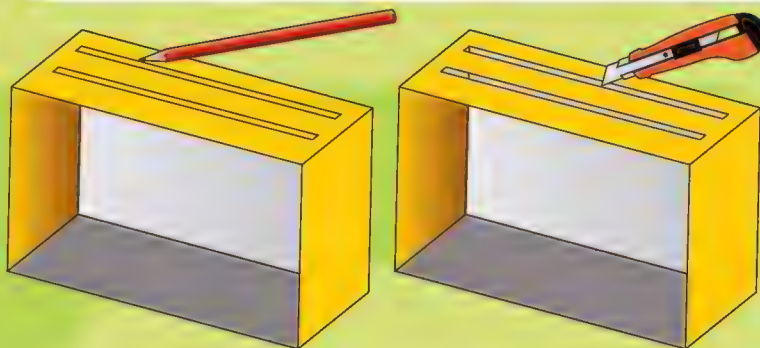
1

Remove the lid from a shoebox and paint the box any way you like.
Tip: Use gray for the asphalt.



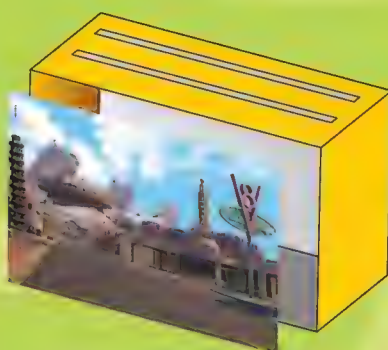
2

Use a pencil to draw 2 slots, 4 mm wide, on the side that will be the top of the theater. Then cut them out with the box cutter.



3

Cut out the scenery on page 25 and glue it to the inside of the box.



REMEMBER:
ASK AN ADULT
FOR HELP WITH
THE SCISSORS AND
BOX CUTTER!

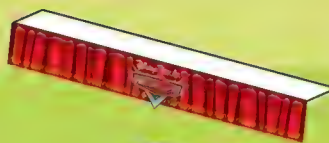
4

Cut out page 23 and glue it to card stock for extra strength.



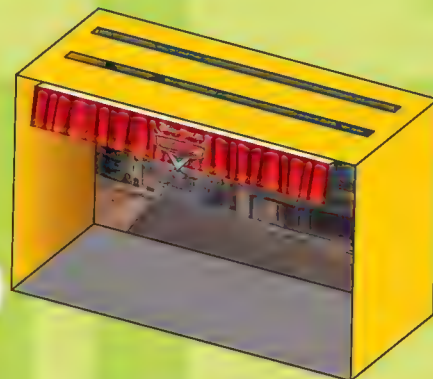
5

Cut out the marquee and fold it along the dotted line (1). Then glue the blank part to the inside of the upper part of the box (2).



1

2



6

Cut out the characters.



7

Glue a craft stick to the back of each character. Attention: Make sure the stick does not extend past the bottom.



8

Insert the characters through the slots on top. Use both slots for maximum freedom of movement.



YOUR THEATER IS READY!

Have fun with your friends as you use the sticks to move the characters and make up stories to entertain your whole family.

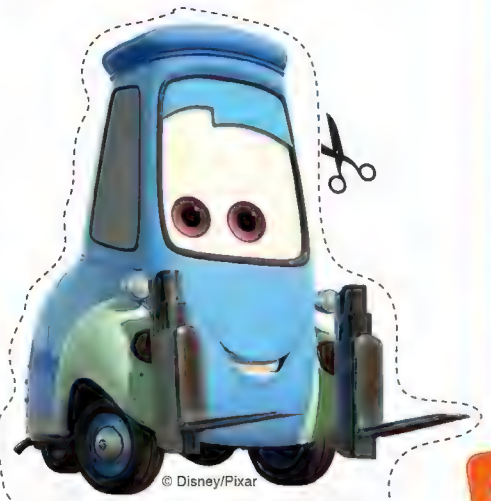
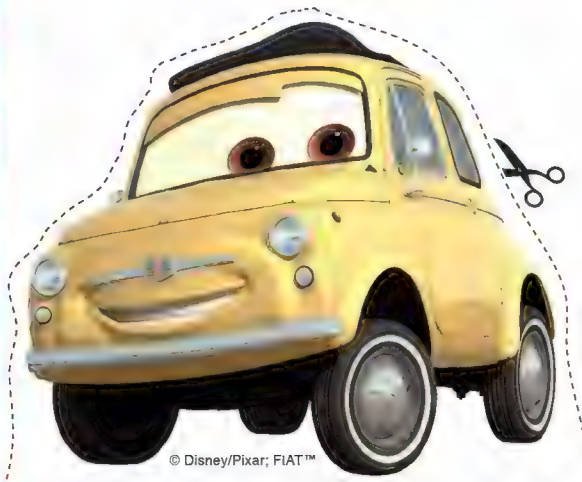


TIP:
CREATE A
CUSTOM-MADE
SOUNDTRACK
WITH YOUR
FAVORITE
MUSIC!



CHARACTERS

Before you cut out
this page, play the
game on page 24!



...I'LL TRAIN YOU!

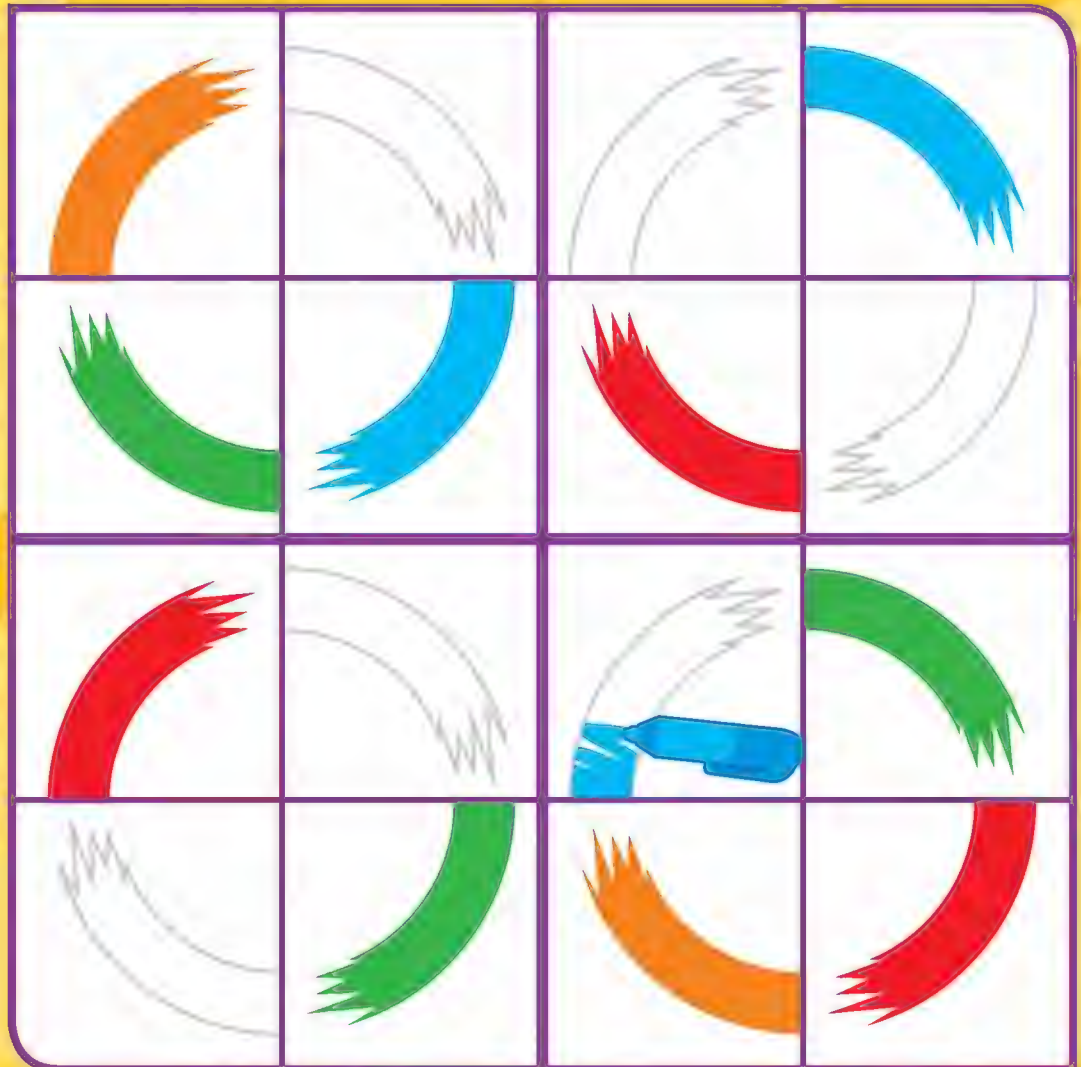
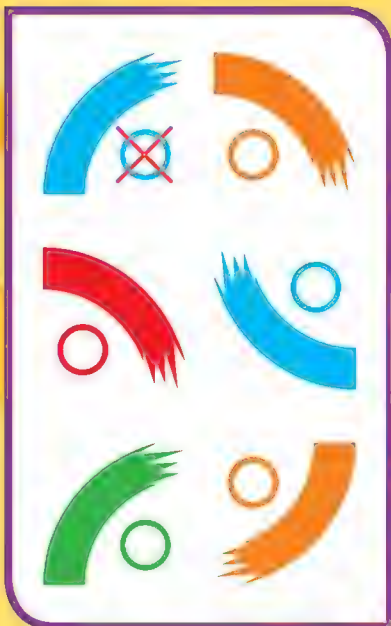
1

**READY
FOR
DIRT?**

Lightning's teaching Cruz the secrets of drifting. Each row, column, and mini-grid must contain a quarter of a drift of each color. Choose from the ones below and cross them out as you go.



Then color the blank spaces in.



SOLUTION ON PAGE 33



SCENERY



BUILDING TO VICTORY

1

FAIR PLAY

Chick Hicks wanted to win the Piston Cup so badly that he forgot all about sportsmanlike conduct.

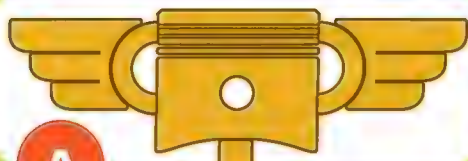
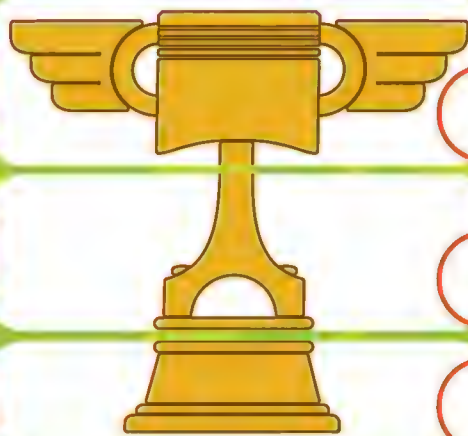


Find the original details to fill in the 3 sections of the trophy and write the letters in the blanks.

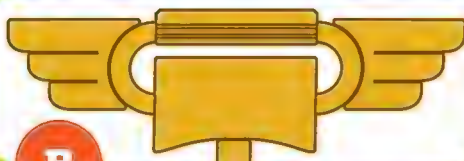
TOP

STEM

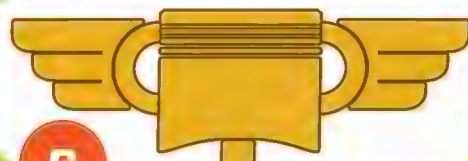
BASE



A



B



C



D



E



F



G



H



I





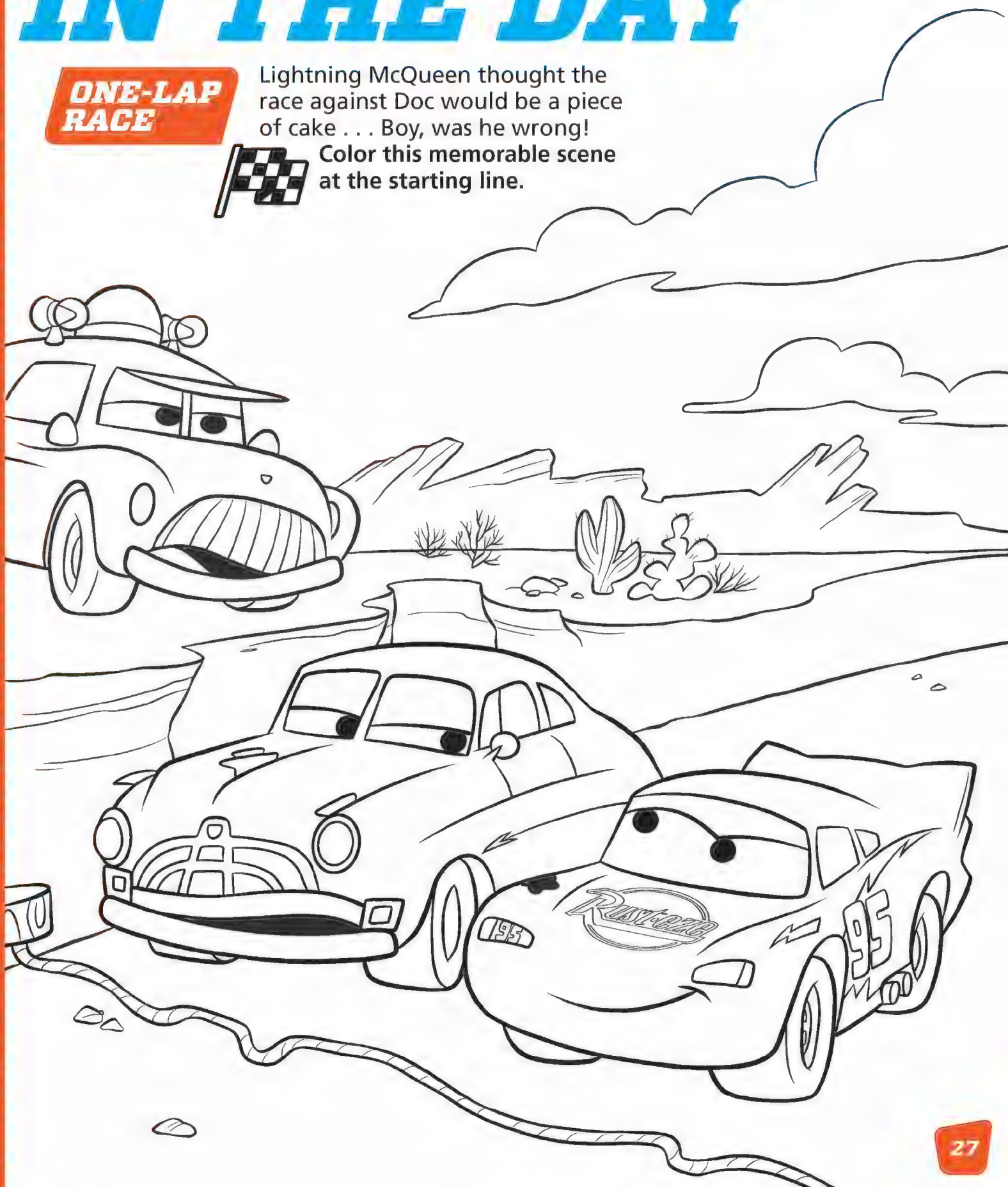
BACK IN THE DAY

ONE-LAP RACE

Lightning McQueen thought the race against Doc would be a piece of cake . . . Boy, was he wrong!



Color this memorable scene at the starting line.

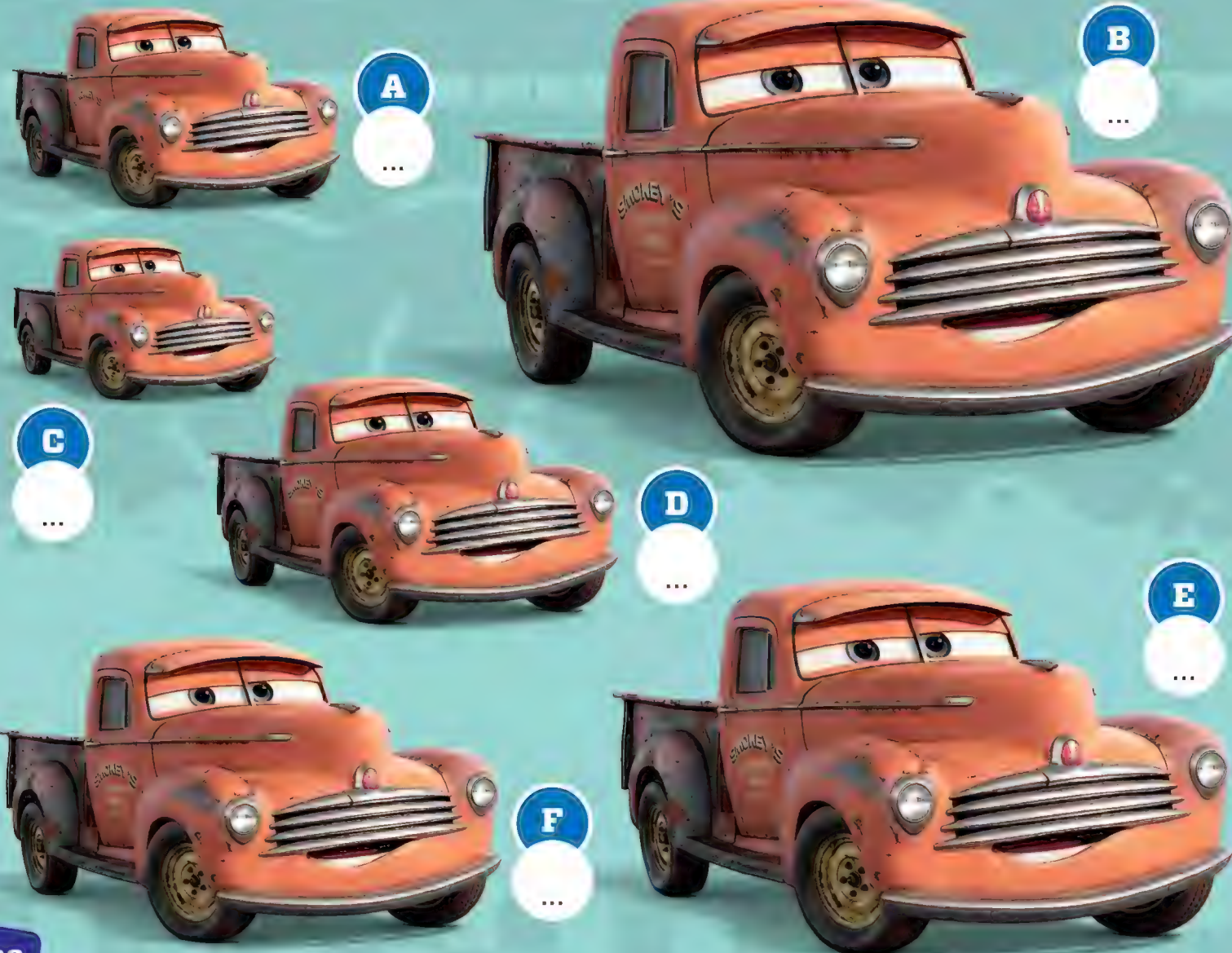


THE OLD SCHOOL!

1 MEETING THE LEGEND

Even for an ace like Lightning, approaching a legend like Smokey can be nerve-racking.

Number the 6 approach phases from the farthest (1) to nearest (6).



2 TRACTOR SLALOM

A new training for Cruz and Lightning! Follow the moves shown in the key and trace the path that takes each car through the tractors. Then mark the letter you reach in the end.

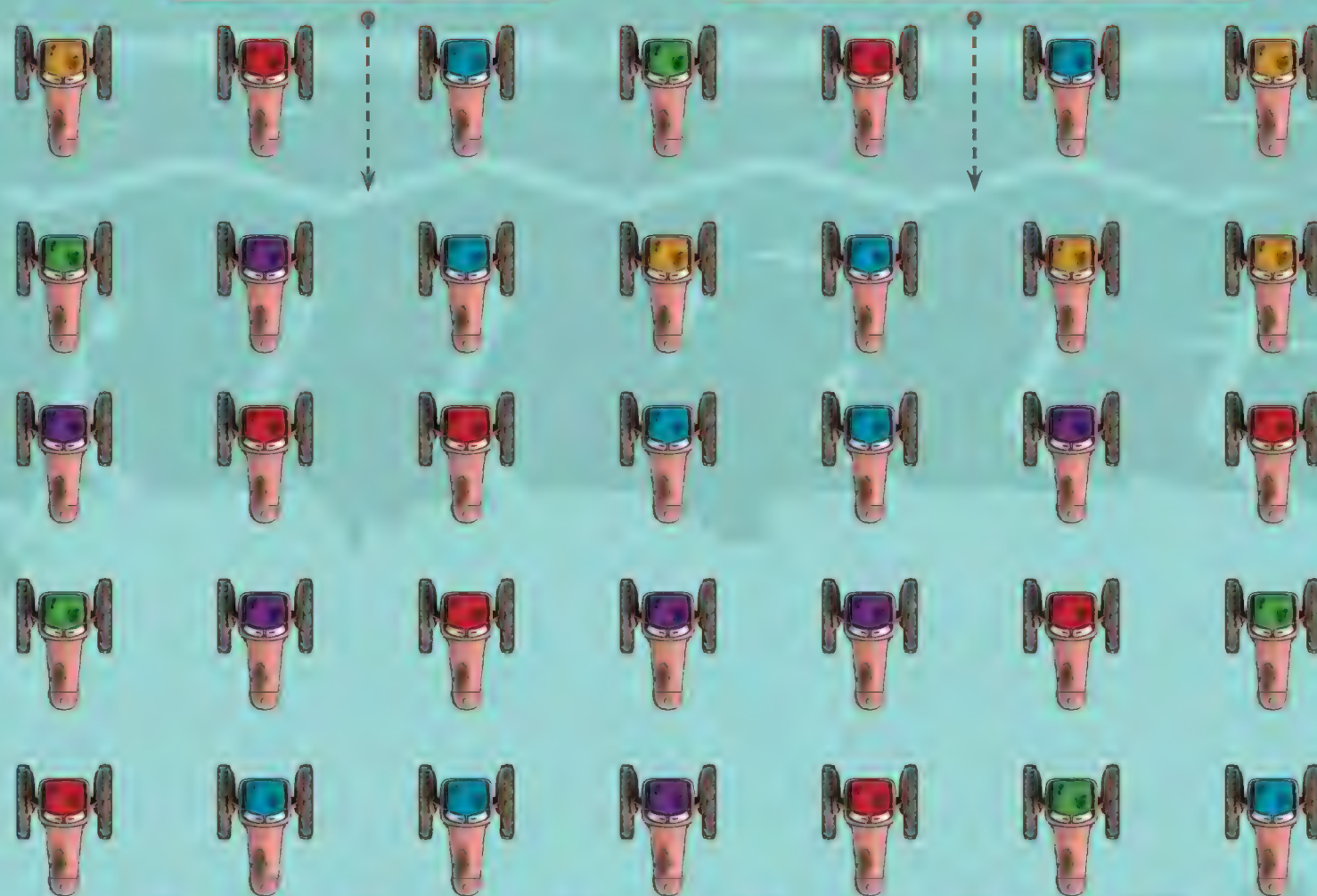


HOW TO PASS THE TRACTORS



CRUZ'S START

LIGHTNING'S START



A

B

C

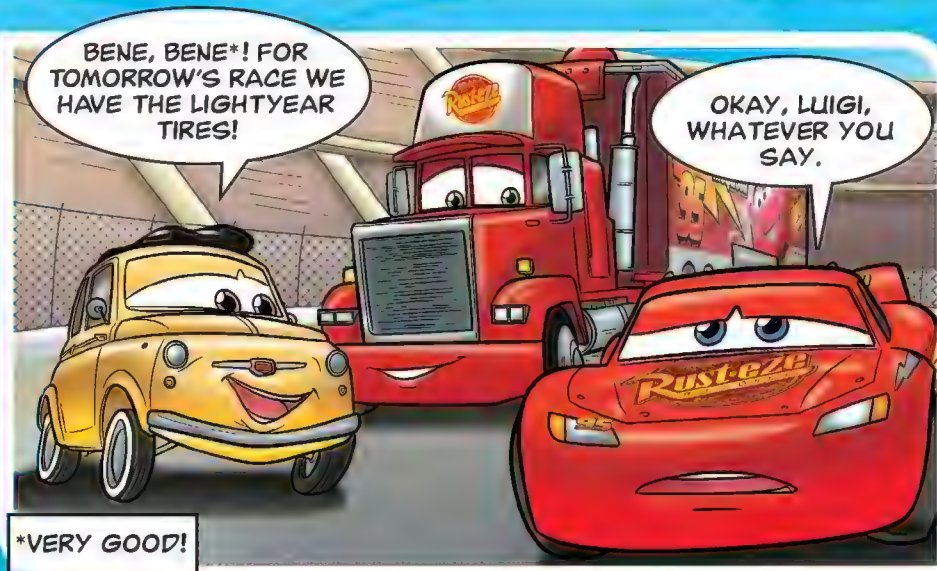
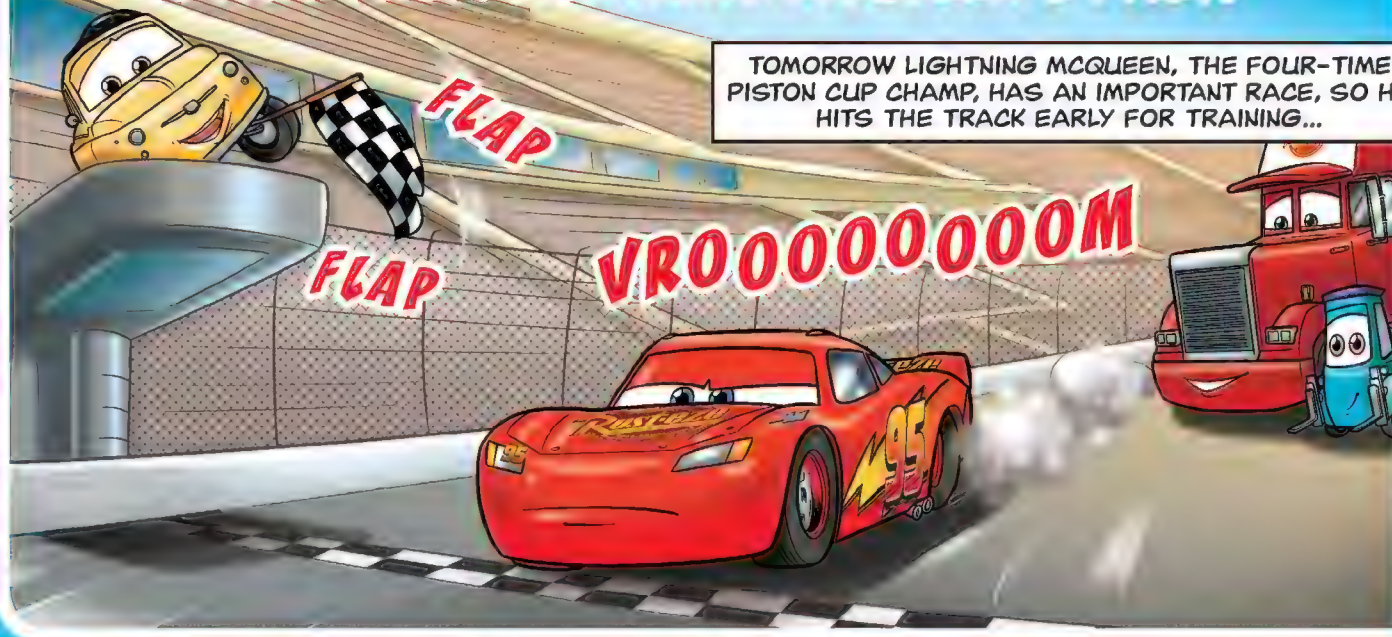
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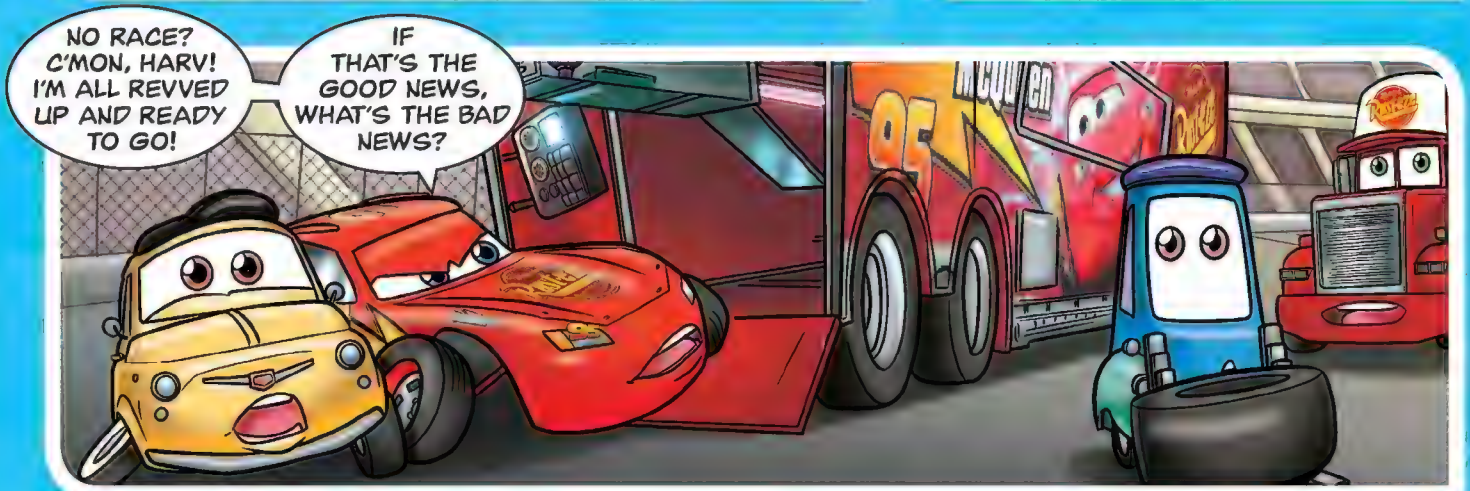
E

F

GOOD NEWS AND BAD NEWS

A TALE FROM LIGHTNING MCQUEEN'S PAST!

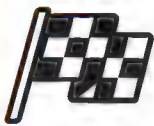




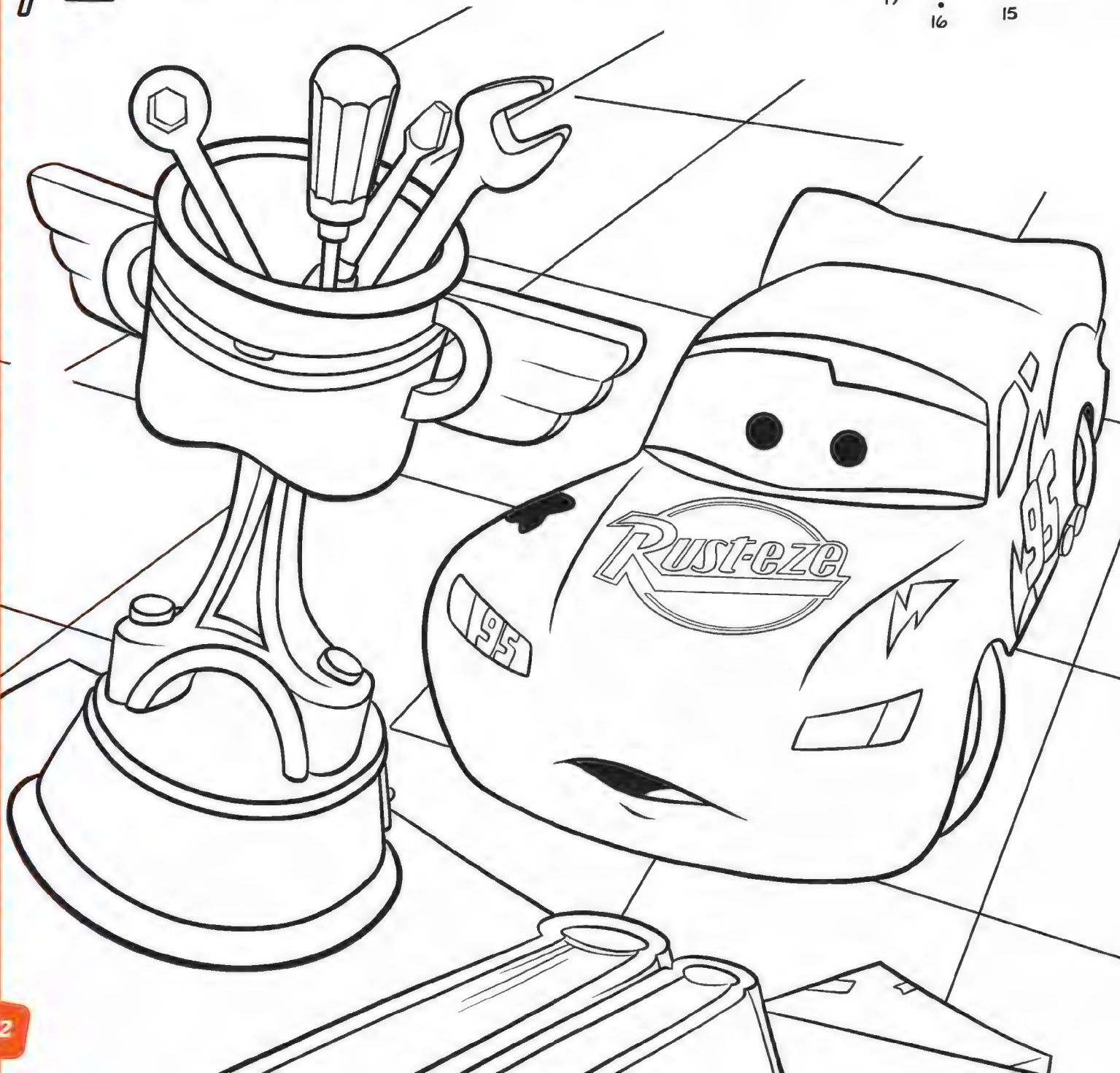
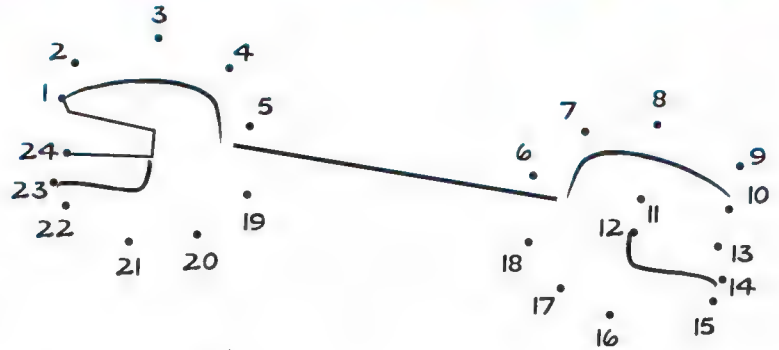
JUST AN EMPTY CUP

STRANGE TOOLBOX

Lightning knows there's a tool missing from the trophy.



Connect the dots from 1 to 24 and find out which one!



GAME SOLUTIONS

PAGE 5

DOC-UMENTED

~~DOC~~ C D D O O D
D O O ~~D~~ C O O C
D C C D O D C C D
O D D D C ~~D~~ C O
C D D O D O O D C
D O O C ~~D~~ O C D D
C D C C D ~~D~~ C D

HORIZONTAL = 5
VERTICAL = 4

PAGES 6-7

1 OUCH! OUCH! OUCH!

ANSWERS:

A4 B3 C1 D5 E2

2 TO THE RESCUE!

ANSWER: 2

PAGES 16-17

1 HOW TO PULL A DRIFT

ANSWERS:

DRIFT 1 = RIGHT
DRIFT 2 = LEFT
DRIFT 3 = RIGHT
DRIFT 4 = RIGHT
DRIFT 5 = LEFT

2 BACK IN BUSINESS

ANSWER:

A=8 B=6 C=2 D=7 E=9
F=5 G=3 H=10 I=1 J=4

PAGE 20

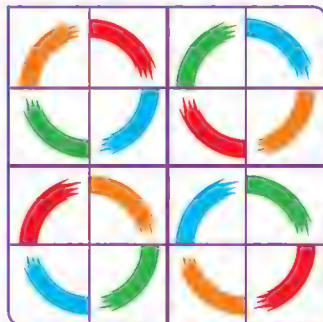
1 READY FOR HI-TECH?

ANSWERS:

A=4 B=2 C=1 D=3

PAGE 24

1 READY FOR DIRT?



PAGE 26

1 FAIR PLAY

ANSWERS:

TOP=C STEM=E
BASE=I



PAGE 28

1 MEETING THE LEGEND

ANSWERS:

A=2 B=6 C=1
D=3 E=5 F=4

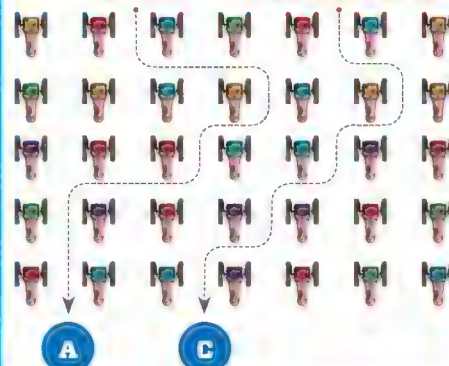
PAGE 29

2 TRACTOR SLALOM

ANSWERS:

CRUZ

LIGHTNING



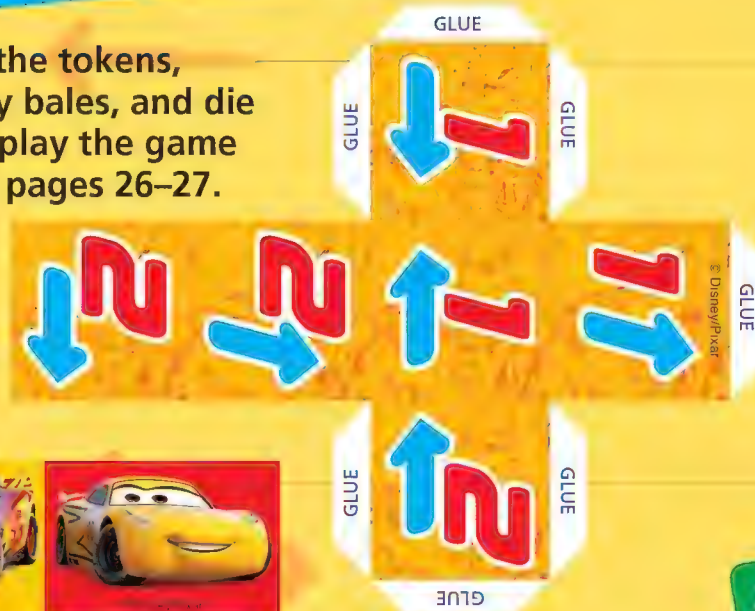
PAGE 32

STRANGE TOOLBOX



LET'S PLAY!

Cut out the tokens,
hay bales, and die
to play the game
on pages 26-27.



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JACKSON STORM

WELCOME TO HI-TECH!

MEET THE NEXT GENERATION



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Disney Pixar Cars

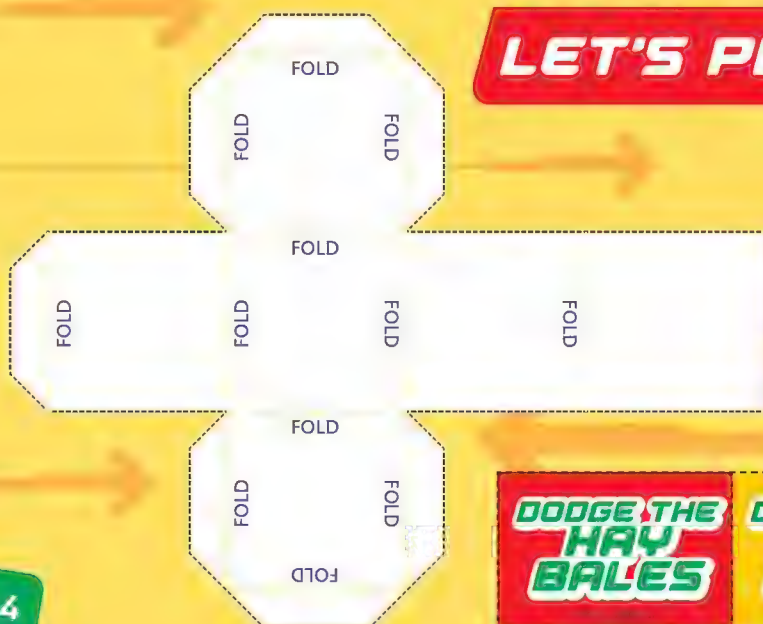
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LET'S PLAY!





Cut out the tokens, hay bales, and die to play the game on pages 26–27.











PLAYING CARDS

COLLECT AND PLAY!

 **OIL**



SMOKEY - A

	1	2	3	4
A				
B				

© Disney/Pixar; Hudson™


 **GAS**




SMOKEY - B









	1	2	3	4
A				
B				

© Disney/Pixar; Hudson™

 **OIL**



LOUISE - A

	1	2	3	4
A				
B				

© Disney/Pixar; Nash Ambassador™

 **GAS**



LOUISE - B

	1	2	3	4
A				
B				

© Disney/Pixar; Nash Ambassador™

OIL OR GAS

A game for 2 players.

Object: To guess the right card—oil or gas.

How to play: Shuffle the cards and place the deck facedown. Decide who starts.

Take turns trying to guess whether the top card is oil or gas. If your guess is correct, keep the card. If your guess is wrong, the card goes to your opponent. Continue playing until the deck is finished.

And the winner is . . . the player with more cards at the end of the game.

© Disney/Pixar

 **OIL**



RIVER - A

	1	2	3	4
A				
B				

© Disney/Pixar


 **GAS**




RIVER - B









	1	2	3	4
A				
B				

© Disney/Pixar

 **OIL**



DOC - A

	1	2	3	4
A				
B				

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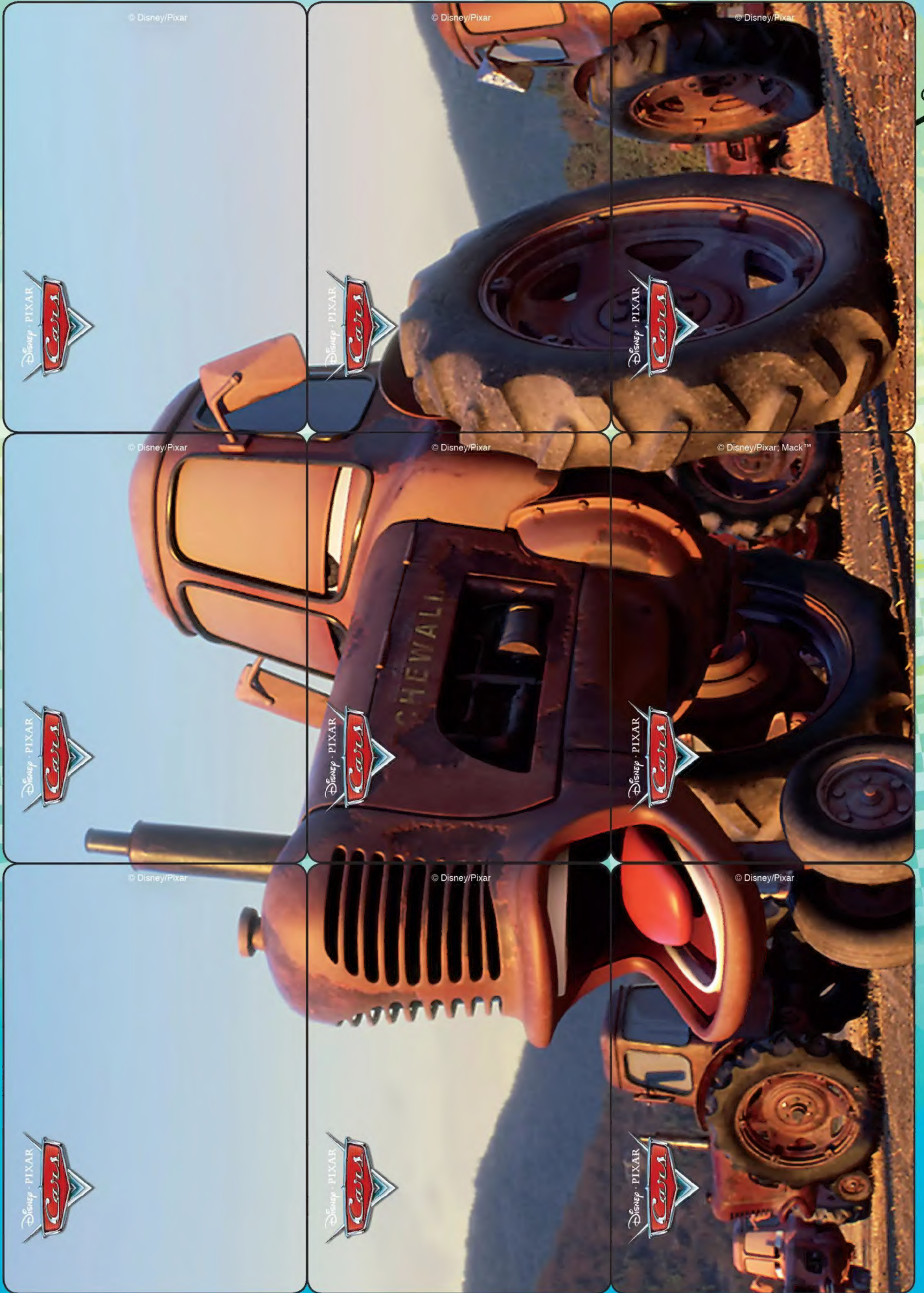
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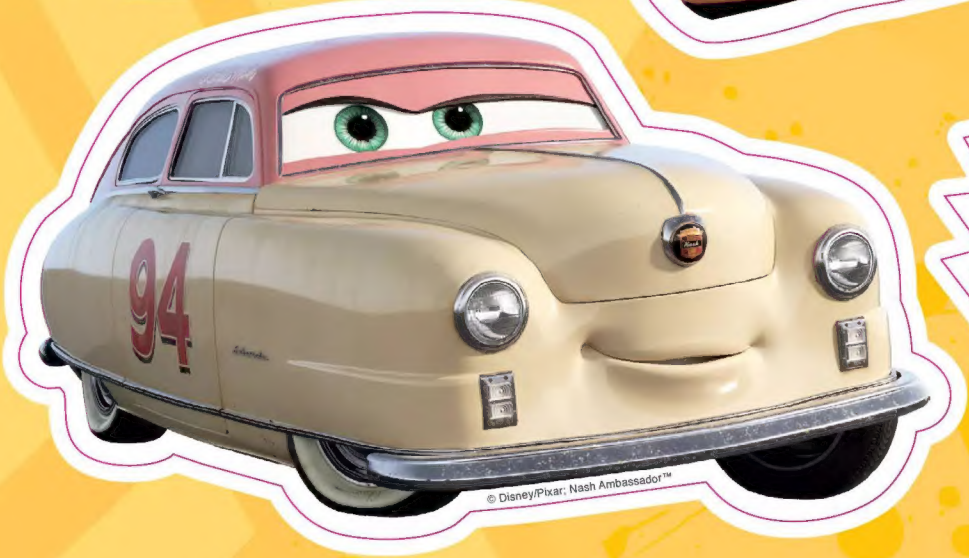


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GREEN GIANT



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